Scheduled Speakers/Presenters/Performers

Saturday, October 6:

12:30 p.m. **"Synthetic Experience"** (Large Stage)
Warren Robinett, University of North Carolina

1:15 p.m. **"Force Feedback Controls & Virtual Game Environments"** (Maze Stage)
Rick Moncrief, Atari Games

2:00 p.m. **"Cobwebs in a Virtual Attic"** (Large Stage)
Tom Furness, Human Interface Technologies Laboratory

2:45 p.m. **"Once Upon a CyberTime: Storytelling, Multimedia and Virtual Reality"** (Maze Stage)
Abbe Donn, In Context
Fabrice Florin, Apple Multimedia Lab

3:30 p.m. **"Artificial Reality: A Minority View"** (Large Stage)
Myron Krueger, Artificial Reality Corporation

4:15 p.m. **"Virtual Reality and Hypernetwork In Japan - is it Real or Virtual?"** (Maze Stage)
Izumi Aizu , Institute for Networking Design
Katsura Hattori, The Asahi Shimbun

5:00 p.m. **"Genres of Virtual Reality"** (Large Stage)
Wendy Kellogg, IBM

5:45 p.m. **"3D Sound"** (Maze Stage)
Scott Foster, Crystal River Engineering, Inc.
Beth Wenzel, NASA Ames Research Center
"The Convolvotron Audio Display"
Bo Gehring, Gehring Research Corporation
"3D Sound: A New Communication Medium for Cyberspace"

6:30 p.m. **"Telepresence: From Panoramas to Personal Simulators"** (Large Stage)
Scott Fisher, Telepresence Research

7:15 p.m. **"Useful Realities: Virtual Reality as a Thinking Tool"** (Maze Stage)
Steve Bryson, NASA Ames Research Center

8:00 p.m. **"Virtual Reality – After the Hooplah"** (Large Stage)
Jaron Lanier, VPL

8:45 p.m. **"Virtual Cultures"** (The WELL)
Anna Couey & M. Normal, ArtCom

9:30 p.m. **"Applications of Virtual Reality"** (Large Stage)
William Bricken, Human Interface Technologies Laboratory
Brenda Laurel, Telepresence Research
Larry Leifer, Tolfa Corporation
Randy Walser, Autodesk

10:15 p.m. **"The Actual Use of Virtual Environments & Interactive Characters in Entertainment"** (Maze Stage)
Brad deGraf and Michael Wahrman, deGraf/Wahrman

11:00 p.m. **"Social and Cultural Implications of Virtual Reality: Part One"** (Large Stage)
Bob Jacobson, Human Interface Technologies Laboratory
Kevin Kelly, Point Foundation
Myron Krueger, Artificial Reality Corporation

11:45 p.m. **"Jump to Your Death"** (Maze Stage)
Chris Hardman, Antenna Theater

Sunday, October 7th:

1:00 a.m **"Virtual Reality and Visible Language"** (Large Stage)
Terence McKenna

2:00 a.m. **"Cacophony Underground"** (Main Entrance)
Michael Michael, Cacophony Society

2:00 a.m. **"Public Brain" – a session & lecture** (Large Stage)
Elisa Rose and Gary Danner, Station Rose, Austria

3:00 a.m. **"All Reality is Virtual"** (Large Stage)
John Perry Barlow & Timothy Leary

4:00 a.m. **"Cacophony Underground"** (Main Entrance)
Michael Michael, Cacophony Society

5:00 a.m. **"Cyber Encounter: a Journey Through Emotional Space"** (Large Stage)
John Thomas, Nynex Corporation

6:00 a.m. **"What's Later"** (Maze Stage)
Michael Naimark, Educator and Artist

7:00 a.m. **"Electronic Networking"** (Large Stage)
Kit Galloway & Sherrie Rabinowitz of Electronic Cafe
"Electronic Cafe: A Virtual Space"
Randy Farmer & Chip Morningstar of Amix Corporation
"Cyberspace: The Lessons of Lucasfilm's Habitat"

8:00 a.m. **"Theater Improv After a Night in Cyberspace"** (Maze Stage)
Keith Johnstone, University of Calgary

9:00 a.m. **"Social and Cultural Implications of Virtual Reality: Part Two"** (Large Stage)
Steward Brand, Point Foundation
William Gibson, Author of "Neuromancer"
Jaron Lanier, VPL
Lawrence Wilkinson, Colossal Pictures

10:00 a.m. **"Virtual Cultures"** (The WELL)
Anna Couey & M. Normal, ArtCom

DEMONSTRATIONS

Phosphotron
visual images without light
Stephen Beck

Molly & The BOOM - experiences in telepresence and WHAM!POW!BANG! - Fast & Fun VR
Mark Bolas
Fake Space Labs

***Guides* project**
virtual characters guide you through a multimedia database
Tim Oren, Abbe Don & Brenda Laurel
Apple Computer

Moss Landing* and *The Visual Almanac
Interactive multimedia
Fabrice Florin & Margo Nanny
Apple Multimedia Lab

Goggles & Glove technology
Patrice Gelbrand & Eric Gullichsen
Sense8

3D Sound
Bo Gehring
Gehring Research Company

Interactive video phone sculpture
Sharon Grace

Golden Gate Bridge Jump
jump to your death from the Golden Gate Bridge
Chris Hardman & Ron Davis
Antenna Theater

Tactile feedback
Dave Johnson
TINI Corp.

CyberGlove & 3D Design
James Kramer
Virtual Technologies

Goggles & Glove technology
Autodesk Cyberspace Project

Hands-on multimedia
Dan Mapes
Tiger Object Systems

3D-Sound
Beth Wenzel, NASA Ames Research Laboratory &
Scott Foster, Crystal River Engineering

Habitat
computer conference with animated characters
Randy Farmer & Chip Morningstar
Lucasfilm, Fujitsu, F M Towns Support and AMIX Corporation

Eat
A virtual dining environment
Michael Naimark & Bud Lassiter

Virtual Object Series
Michael Naimark

Golden Gate interactive videodisc
Ken Carson & Michael Naimark

3D video
Michael Starks
3D TV

Drawing in three dimensions
Ed Tannenbaum & Jim Pomeroy

Tactile Flying Mouse™ & VR Work Bench™ Demo
Steve Tice
Sim Graphics

Lingraphica
a visual language prosthesis
Larry Leifer & Richard Steele

The WELL
a virtual community

The Mystery of the Disappearing Ducks
David Lawrence

ArtCom
a virtual art gallery tour
Anna Couey

Cacophony Society
Michael Michael

Holograms
Louis Brill

The Mandala Virtual World System
Vivid Effect Inc.

The Atari game *Lynx* and software from Epyx, Inc.
Matt Householder

The Atari game *Race Drivin*
Rick Moncrief

Electronic Whole Earth Catalog
POINT Foundation and Broaderbund

Lucasfilm Games' *Ballblazer*
David Fox

The Apple game *Toy Box*
Dan Venolia

The Broderbund product *U Force*
Alan Weis

The F M Towns Support product, *After-Burner Flight Simulator*
Rob Griffith